Ratings

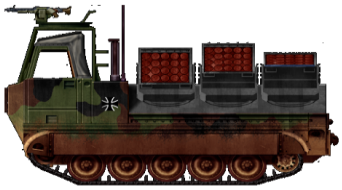
Front Armor: 11
Flank Armor: 7
Speed: 5
Mobility: Tracked (T)

DACHS
Armored Earthmoving Vehicle

MG3 7.62mm Machinegun
Ammunition: SA
Armor: Welded Steel (+4/+4)
ERA (—)

Special Abilities: Earthmover
OPTICS: Infra-red (Driver only)

Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
DACHS	SA	2	3	4	4	3	1	—	—	—	—	—	—	—	—	—	9	—



Ratings

Armor Class: Vehicle (V)
Speed: 3
Mobility: Tracked Amphibious (TA)

Minenwurfsystem
Skorpion

MG3 7.62mm Machinegun
Ammunition: SA
Armor: Non-Armored
ERA (—)

Special Abilities: Amphibious; Minelayer
OPTICS: Infra-red (Driver Only)

System	Load	Fields	Type	Rate	Pre-game Minelaying
MiW	8	20	AT	4	36/22

Unit	Ammo	ROF	Range Effectiveness: Range in hexes 0	1	2	3	4	6	8	10	12	14	16	18	20	22	Ammo Supply	ERA Mod.
MiW	SA	2	2	3	3	2	1	—	—	—	—	—	—	—	—	—	4	—